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FIGHTING uses a more detailed version of the existing skills system. It is conducted as an opposed roll between the combatants, as explained in the chapter on *Action*. To provide a little more excitement, however, the system is embellished.

Initially it's best to take the added complexity a step at a time. Start with the bare bones of the system, with characters trading blows according to the simple combat procedure listed below. Then, as you get used to the basic mechanics you can start adding such features as manoeuvres, combined actions and special

tactics. Although it may seem a little imposing at first, the system has been designed to be fast and descriptive. So anything that gets in the way should be disposed of in favour of good judgement. Important tables are collected at the end of the chapter for you to photocopy and use in the heat of battle.

Also at the end of the chapter is a combat sheet which players can use to keep track of their characters' important details (you can photocopy this on to the back of their character sheets, if you like).

*Knives are sharpened on a stone;
men are sharpened on each other*

TIME AND ACTIONS

Although real combats take place as a continuum, this is extremely difficult to simulate in a game. Instead, as explained in the *Action* chapter, time is divided into rounds to make it easier to manage. It is important to try to resolve rounds quickly, so players get the impression of continuous action. It's a little like a film: a series of still pictures are replaced rapidly to give the impression of motion.

ROUNDS

A combat round is a flexible measure of time. It represents the time taken for a character to launch one attack and is explained in detail in the *Action* chapter.

POSSIBLE ACTIONS

In a combat, there is very little time for conscious choice. A fighter responds to the immediate circumstances, attacking when a chance presents itself, and defending when the opponent is stronger. This is represented in **Outlaws** with a single combat roll.

Choosing to make a combat roll means that the character is attempting to find an opportunity to strike, but is ready to defend if necessary. It is possible to concentrate on one or the other, by choosing to make a *reckless attack* or a *desperate defence*, but these are risky.

It is also possible for characters to combine actions. This works as explained in the *Action* chapter. Further details and examples are given later.

Whatever the character does, he is limited by his available **energy** score. He may not use more positive skill bonuses in a round than he has **energy**. Wearing armour also requires **energy**, and shock and fatigue also reduce a character's available **energy**.

Simple Combat

Once combat has started, follow this procedure:

- ◇ Declare actions.
- ◇ Each player rolls the dice, using the ease value of her character's weapon, plus his ability, plus any situational modifiers.
- ◇ Find who has the highest total successful roll. This character is the attacker.
- ◇ Work out degrees of success, including bonuses from weapons and abilities.
- ◇ Subtract the defender's degree of success from the attacker's. Then subtract for any armour worn. The remainder is the damage inflicted.
- ◇ Damage up to the shock value of the weapon used may be subtracted from **energy** as shock. The remainder is subtracted from **body** as wounds.
- ◇ Check the type of wound suffered and note it accordingly. Make any necessary roll to remain conscious.
- ◇ Finish the round by working out how much **energy** is available for use on the next round.

Continue until the fight is concluded, whether by death, incapacitation, interruption or flight.

STARTING A FIGHT

A fight can start in one of two ways: either one character gets the drop on an opponent, or the two combatants sidle up to one another and wait to see who makes the first move.

SURPRISE ATTACK

In a *surprise attack* the attacking character may just make a combat roll as normal. His victim may only make a combat roll if he is facing the attacker, or if he succeeds in noticing the surprise attack. This has an ease determined by the referee, to which the player may add her character's INTUITION, PERCEPTION and FIGHTING bonuses. The degree of success of this roll is the maximum ease at which the player may make a combat roll.

WAITING STATE

In a *waiting state*, each player must make a secret note of her character's intentions for the round. They may choose to attack, flee or wait.

- ◇ If one character chooses to attack, and the other chooses to wait, then the character who chose to attack suffers a situational modifier of -1.

falling through the air, or if he was moving at a horse's canter or gallop.

This will be reduced by the defender's degree of success plus:

- ◇ The defender's CO-ORDINATION
- ◇ The weapon/shield protection bonus

If the result is a negative number (in other words, the defender obtained a higher result than the attacker), then the defender has obtained a good position for a riposte. This is represented by a +1 bonus for the defender in the next round.

If the result is positive, then it represents the amount of damage inflicted. Wearing armour reduces damage. More details are given in the *Damage* section, below.

SITUATIONAL MODIFIERS

Situational modifiers are the little bonuses that arise in combat because of terrain, positioning or the like. Some of them are fixed; these are listed below. Others arise because of the interaction of the combatants: their relative positioning or actions create special opportunities. The referee will have to adjudicate these.

As you get more used to the system you'll find that situational modifiers will allow you to represent a wide range of extraordinary circumstances.

Above Opponent +2

This includes situations where one combatant is at a higher level (such as standing on a table in a tavern, or on a higher step of a flight of stairs, or on horseback), or one combatant has fallen over, or one combatant has leaped into the air and attacks while descending.

Bad Footing -1 to -4

Uneven ground or unstable surfaces will affect combatants' performances. As a general guide, rough ground is a penalty of -1, a flooded rice paddy, or fighting from on the ground is -2, a table in a tavern is -3, balancing on a roof beam is -4. Characters with bonuses in GRACE may use this to offset the penalty.

Bad Light -1 to -4

Totally Dark -5

The referee should decide the degree of darkness. In some cases one combatant may suffer worse than the other: such as when a bright light is shining in one direction. Characters with the NIGHT VISION aptitude may cancel out these modifiers.

Cramped Environment -1 to -4

A corridor of a house, or even a small room, is a cramped environment, as it restricts a combatant's ability to manoeuvre. The referee should decide just *how* cramped a given room is. The penalty will also vary depending on the weapon used: a dagger requires little room, and so will rarely suffer from this penalty;

Example: Entrance Examination

In the *Action* chapter we learned about how Yang Ming is framed and is introduced to a band of outlaws by Gu the Swindler. In order to join, he has to prove his abilities by fighting one of the outlaws, Cao Shun. The outlaw leader stresses that no fancy tricks, or leaping are allowed. Yang and Cao square off, and the battle starts. Yang's abilities we already know. Cao is a typical low level bandit lieutenant.

He has +2 FIGHTING and +2 in the MARTIAL ART of the sabre. He is wearing medium armour (2 protection). His **energy** and **body** are both 8. In this fight the two start from a waiting state and slug away at each other. It thus demonstrates a simple combat. A fight between two more evenly matched opponents will usually last longer than this.

Round	Action	Chance	Roll*	Degree of Success	Notes and result
1	Yang Wait Cao Wait				
2	Yang War Shout Cao Wait	6	4+2	4	War Shout—succeeds Frozen by war shout, so next round Yang can attack without suffering a -1 penalty
3	Yang Combat Cao Combat	13	2(+3)+2	5 +1 (CO-ORDINATION) +1 (sword)=7	Attacks but Cao gets the advantage Attacks the incoming Yang, but is parried
4	Yang Combat Cao Combat	13	3(+3)+2	6 +1 (STRENGTH)	Attacks and hits Defends successfully. Armour stops 1 point

Continues over

*The number in brackets is the bonus from having a bonus roll.

Riposte +1

This bonus is obtained by a character who in the previous round obtained, as defender, a higher result than his attacker.

Surprise Attack +2

An attack against an opponent who is unprepared for it gains a bonus. In addition, the victim may not defend himself unless he makes a roll (see *Starting A Fight*, above).

Waiting Opponent -1

As mentioned in *Time And Actions*, above, a character who initiates an attack against a waiting opponent suffers a penalty to the attack on the first round only.

SNAKE-EYES

A character who rolls a snake-eyes suffers some unfortunate accident. This should not be too serious. If you like, you can roll two dice and consult the following table to determine what happens:

Roll	Effect
2	Roll on the immediate <i>bad joss</i> table (see <i>Games</i> chapter) with a bonus of +2
3-4	Rip clothing
5-6	Drop possession (not weapon)
7	Dirtied (if enemy injured, splashed with blood, otherwise splattered by mud, beer or nearest available stain)
8-9	Get nosebleed
10-11	Twist ankle (-1 on running for a day)
12	Drop weapon

WEAPON DAMAGE

When two characters using weapons obtain the same total combat roll, there is a chance of their weapons breaking, or at least being damaged. This depends on the quality of each weapon as given below. Roll two dice against the *Damage Chance* given in the following table.

Damage chance is increased by the opponent's weapon quality (bonus listed below) and weight.

If the roll is successful, the weapon is damaged, and the seriousness of the damage is given by the degree of success: 1-4 means that the weapon is reduced by one level of quality, 5-6 means it is reduced by 2 levels of quality, 7-9 by 3 levels of quality and 10 or over by four. A weapon reduced below 'poor' quality breaks.

Type of weapon	Damage Chance	Bonus
Fine weapon	0	4
Good weapon	2	3
Average weapon	4	1
Poor weapon	6	0

Only a fool attempts

a somersault in an oyster shell

MANOEUVRES

The previous sections dealt with the bare bones of a fight—two characters slugging away at each other. However, Chinese fights usually involve much more than this. They particularly involve a lot of movement. A player can use manoeuvres to get an edge over her character's opponents in battle.

COMBINING ACTIONS

As explained in the *Action* chapter, characters can attempt to do two or more things at the same time. This is of particular importance in combat. The referee has final say on which actions can be combined.



Wu Song kills a tiger while drunk

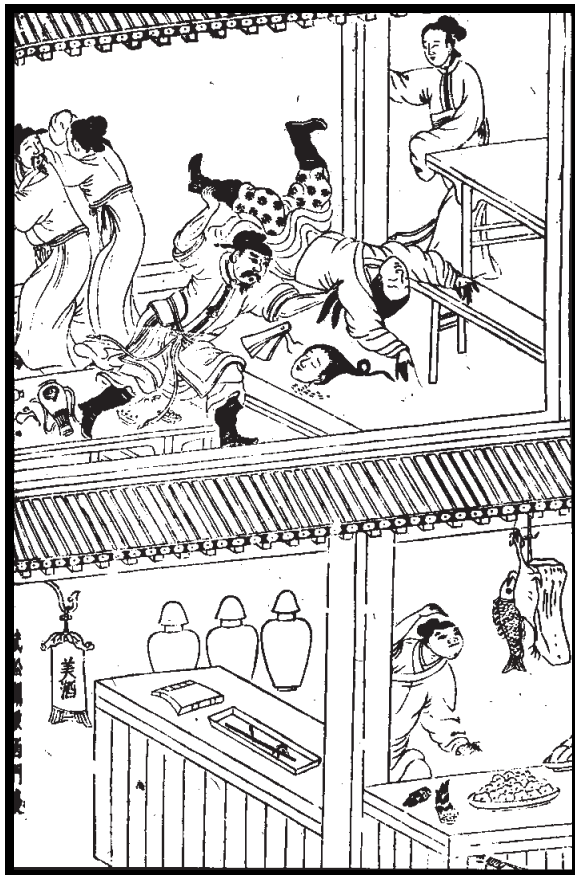
The degree of success of the leaping roll plus the character's STRENGTH bonus (all multiplied by the power level of the game in the case of hero characters) is the number of feet travelled vertically, or yards travelled horizontally. As explained in the *Action* chapter, leaps with degrees of success (after multiplication) of 15 or more mean that the character remains in the air for additional round(s).

After covering the leap's vertical distance, the character will descend.

A combat roll made after the first round of a leap with a vertical component has the situational modifier of *Above Opponent*. Any damage inflicted while descending from a leap is also increased (whether it is inflicted *by* the leaping character or *on* him) by the movement bonus of +2 for falling through the air.

A clash in mid-air (because both characters leaped) prevents either of them from gaining the *Above Opponent* situational modifier. Also, since the damage movement bonus is based on *relative* movement, if the two are both moving in the same direction, that bonus doesn't apply.

When a leaping character descends he must roll for his landing. This manoeuvre has an ease of 8, and he should add LEAPING and GRACE bonuses to it. Success at this roll means he has landed safely. Failure indicates he has fallen upon landing.



Wu Song avenges his brother by killing Ximen Qing, the jumped-up pharmacist

GETTING UP

A character who is on the ground may attempt to get up. This manoeuvre has a difficulty of 8 plus the character's GRACE bonus. Success indicates the character is back on his feet. Failure indicates he didn't manage to get up.

PICKING UP A WEAPON

If a character tries to pick a weapon up from the ground in the midst of combat in one action, the ease is 7, to which CO-ORDINATION should be added. If he spends longer than one round, the weapon can be picked up without a roll.

RIDING

Mounted combatants must make a manoeuvre roll every round to stay on the horse. The ease of this roll depends on what the horse is doing, and the character should add to it any bonuses from RIDING, ANIMALS, and GRACE:

Stationary/Walking	10
Cantering	8
Trotting/Galloping	6

In addition, if the horse is startled, the above values for ease are reduced by 2. Horses which aren't combat trained will be permanently startled in combat, and the rider must obtain a degree of success of 4 or more on the riding roll in order to perform a combat action.

If the riding roll is failed, the character starts to fall from horseback. The next round he can try to recover by making another manoeuvre roll, with the ease value reduced by 4. Also, this manoeuvre cannot be combined with another action. Failure at *this* roll means the character has fallen to the ground, suffering damage equal to the roll of a die (**energy** may be used to soak this up as shock).

Any character fighting from horseback gains the advantage of being above any opponent on foot. He may also use the horse's speed to increase his damage. However, his ability to manoeuvre is obviously somewhat restricted, and he needs to have enough room for the horse to move.

FLEEING

It's sad but true. Sometimes you just *have* to flee from a fight. The way you do it, however, depends on how lucky you feel. You can just turn and run, for example. This requires a roll to turn round, which can be combined with a combat roll (with the *Opponent to Rear* modifier). In the next round you can start running. You don't have a head start, though, so a pursuing opponent who gets a degree of success of higher than you will be able to strike you in the back.

Winning Fights

Manoeuvres enable characters to make the most of a situation. Fighting is not just a matter of which combatant has the higher skill. Much can be made of terrain, and the strategies chosen by the fighters.

A character with a GRACE bonus, for example, is advised to try to fight somewhere with bad footing. If the fight is indoors, for example, jumping on a table is a good trick: the opponent then has to choose between allowing you the *Above Opponent* modifier, or jumping up after you and suffering from bad footing.

Leaps have a lot to recommend them, but you take the risk of falling upon landing if you combine it with a combat roll.

Don't be too quick to dismiss possibilities such as breaking off or moving. The latter can be used to gain the advantage of terrain, while the former can be a way of recovering from shock, allowing comrades to take over, or even running away (it has to be done sometimes!).

Given all this choice, it's easy for combat to slow down, so don't spend too long deliberating. The referee is entitled to rule that your hesitancy is reflected in your character's action, and allow you nothing more than a simple combat roll.

Another way is to leap out of combat. If the leap and the landing are successful, and the opponent doesn't leap after you, then you have broken off combat and you have a head start with which to flee.

A more conservative option is to *break off* combat (see above), and then run. If the opponent pursues, it will turn into a chase, but you will have a head start.

Chases are explained further in the *Action* chapter. It is possible to have a fight while running, and so a pursuing character may attack if he overtakes his quarry or narrow the distance to within three feet.

ACROBATICS

This is one for the imaginative referee. A character with a bonus in ACROBATICS may attempt all sorts of fancy manoeuvres in combat. It's up to the referee to try to make some sense of it all. Here are some guidelines: acrobatics can be combined with combat rolls in the same way as any combined actions, subject to the limitations of **energy** and practicality. However, a character who uses acrobatics cannot usually take advantage of any specific martial arts bonus for the attack—most martial arts are taught with relatively set patterns which don't combine with fancy rolls and so on. A general FIGHTING bonus may be used, however.

An example of the use of acrobatics is a character who decides to use the skill to spin along the axis of his body while attacking. The idea is that this will generate the speed to qualify for a movement bonus to damage.

The character is using a sword, and chooses to make the spin the primary action. Thus if the roll fails, the attack is automatically a failure. If he succeeds at both, the spin will add +1 to the damage inflicted by the sword thrust.

Rather than live one year too long

it is better to die two years too soon

DAMAGE

As explained earlier, when a character strikes an opponent, the base damage caused is equal to his degree of success, plus:

- ◇ The weapon bonus
- ◇ The STRENGTH bonus
- ◇ The movement bonus

The movement bonus is +1 if he was running at full speed or moving at a horse's trot, +2 if he was falling through the air, or his opponent was falling through the air, or if he was moving at a horse's gallop.

If the defender made a successful roll, his degree of success plus his weapon or shield protection bonus, and his CO-ORDINATION are also subtracted from the damage.

Then subtract the value of any armour worn by the defender (see *Armour* below). The defender resists the damage further by using **energy** as a *shock buffer*. The amount of **energy** which can be used in this way is limited according to the weapon used.

Any remaining damage after the shock buffer is *wound damage*. It will cost the defender **body** points as it represents actual physical injury. A fight to first blood would be conducted to the point where one or other of the combatants suffered wound damage.

ARMOUR

The types of armour available are listed below. When weapon damage is suffered, the armour's protection rating (the bonus listed by the name of the armour) is subtracted from the damage inflicted. Armour is not an encumbrance unless it is poorly made, or not correctly fitted to the character. However, wearing armour is tiring: the armour's *protection* is also the amount of **energy** required each round in order to wear the armour. If the character has insufficient **energy**, then no ability bonuses may be used and *all* actions suffer a -2 modifier.

NO ARMOUR 0

No clothing, or ordinary day-to-day clothing, offers no protection against injury. It will usually not interfere in any way with the character's actions, though a ceremonial robe may be restrictive, and thus count as a situational modifier.

LIGHT ARMOUR +1

Simple armour made of tough leather, paper or woven from fibres such as rushes.

MEDIUM ARMOUR +2

The standard armour for soldiers, this includes quilted ringmail and lacquered leather scale armour.

METAL ARMOUR +3

Élite troops and field officers may be equipped with armour made from metal scales. It provides much more comprehensive coverage of the body.

FULL ARMOUR +4

High ranking officers can afford full armour constructed from lamellar and/or metal plates, with areas of mail used to allow freedom of movement. It's quite restrictive, but generates a pleasant feeling of invulnerability in its wearer!

SHOCK BUFFER

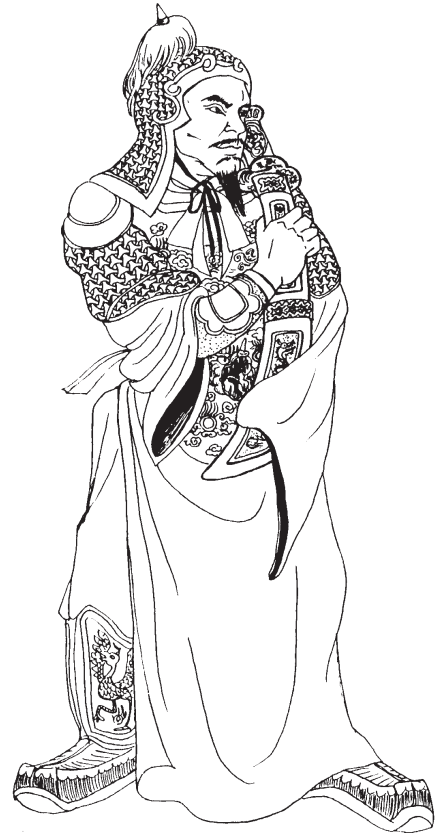
Characters may use **energy** as a shock buffer to resist damage. Shock damage represents winding, bruising, or the last minute twisting of the body to soften the impact of a blow. However, there are two limits on the size of a shock buffer. The first is the amount of free **energy** the character has available. **Energy** being used to wear armour, or **energy** lost to fatigue or injury may not be used in this way. The second limit is the shock value of the weapon used. Any damage inflicted in excess of this will automatically be applied as wound damage (see below, and the *Action* chapter).

Shock damage will have a serious impact on a character's ability to fight, but it doesn't represent physical injury, and is recovered rapidly.

Energy lost to shock may not be used for actions by the character. Thus the number of skill bonuses which can be used by the character are limited. Furthermore, a character whose **energy** is reduced to zero by shock damage will be stunned, and will fall over. A stunned character acquires one point of fatigue.

Shock damage may be recovered very rapidly. As explained in *Action* chapter, one point of **energy** can be recovered during combat by a character who:

- ◇ makes a desperate defence, *and*
- ◇ has not combined it with any other action, *and*
- ◇ gets a higher total roll than his opponent



Army Officer in metal armour

A full round's rest allows a character an even better opportunity to recover from shock. He can recover one point of **energy** lost to shock, plus his ENDURANCE and HEALTH bonuses.

WOUNDS & DEATH

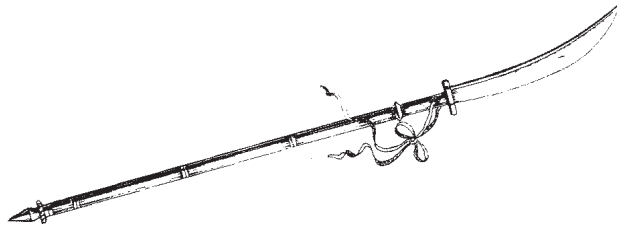
Wounds are explained in the *Action* chapter in the section on Fatigue & Injury. As noted there, there are four main types of wounds: flesh wounds, bad wounds, serious wounds and fatal wounds. All four result from wounding damage being subtracted from a character's **body**. The table provided in the *Action* chapter and the Appendices, shows the number of points of wounding damage to cause the four types of wounds for a range of **body** values.

A character who receives a fatal wound dies instantly. A character whose **body** is reduced to 0 or less by any other kind of wound is considered to be mortally wounded. He will immediately collapse and may not perform any actions (though he may speak if he is conscious). A short time will remain during which other characters have a chance to save his life. See the *Action* chapter for more details.

HALBERD

A pole weapon with a slashing blade. Difficult to use skilfully, but devastating when it hits. This category also includes the trident, the rake and the monk's spade. All require two hands to use.

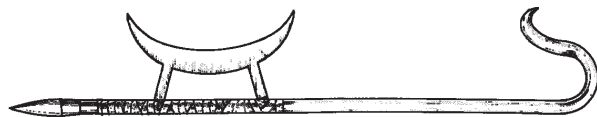
Ease of Use 6 Damage +3 Protection 0
Shock 2 Weight +1
slam 5



HOOK

While not a very effective combat weapon, a hook can be useful in capturing an opponent. A hook requires one hand, and two are often used in combination.

Ease of Use 6 Damage 0 Protection +1
Shock 3 Weight 0
disarm 4, grab 4, trip 5



LANCE

A long spear used on horseback. Because of its length, if used against a weapon other than a spear or halberd in the first round of combat, the opponent cannot attack. Even if he scores higher than the lance user, he will only defend himself. The best way to use a lance is on a cantering or galloping horse. The technique is to let go of the lance at the moment of impact (to avoid being unseated), relying on the lance strap to allow the lance to be pulled from its victim. Although this method is quite effective, the lance cannot be said to be very versatile. It may, however, be wielded in either one or two hands. In both cases use the statistics listed below.

Ease of Use 7 Damage +2 Protection 0
Shock 2 Weight +1

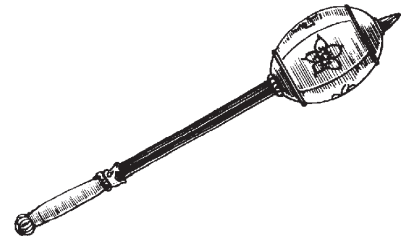


Lance

MACE OR CLUB

A heavy, weighted stick which relies on its weight to deliver damage. A poor quality weapon is a club: anything of higher quality is dignified by the title of mace. A club or mace is used in one hand.

Ease of Use 7 Damage +1 Protection +1
Shock 4 Weight +1
disarm 3



SABRE

This is the curved single-edge sword, a weapon used mainly for slashing. It is usually used in circular cuts, relatively close to the body. A sabre is used in one hand. The same MARTIAL ART is used for both sabre and sword.

Ease of Use 8 Damage +1 Protection 0
Shock 2 Weight 0
slam 6



SHIELD

Mainly used for protection, a shield may be used as an offensive weapon if you're desperate (in this case use the Ease of Use given below). Usually, the Ease of Use will be that of the weapon held in the other hand, but the shield's protection value may nevertheless be used. It requires one hand. It is particularly effective in protecting against missiles. Its protection bonus is +5 against any attack of which the defender is aware, and it also allows the defender to make a roll of ease 5 against any incoming missile from the shield side, even if the defender is not aware of the attack.

Ease of Use 6 Damage -1 Protection +3
Shock 4 Weight +1

point by which the combined weight of the weapons exceeds +1, with a minimum penalty of -1.

The skill bonuses used for fighting with two weapons are separate from those used with single weapons. A character without two weapons skill trying to use two weapons may use his single weapon bonus, but will also suffer the usual -2 penalty for not having the appropriate skill. He will also suffer the Off Hand penalty when using the weapon in his Off Hand, unless he has the AMBIDEXTERITY ability to counteract it.

In each round, a character using two weapons must specify whether he is using *one* of the weapons, or both simultaneously.

ALTERNATE USE

Most two-weapon techniques predominantly feature the two weapons used alternately. Because this balances left and right hand more effectively than a single weapon, it provides a +1 bonus to Ease of Use.

SIMULTANEOUS USE

A character may opt to use both weapons in the same round. By doing so, he forfeits the bonus to Ease of Use, but may instead gain a bonus of +1 to *either* damage or protection (specified before making the combat roll). If two different weapons are being used, the lower Ease of Use is used. The player can decide which weapon's characteristics are used for Damage, Protection and Shock after the dice are rolled.

A character using a shield will usually opt to use both weapons in the same round. That way, he can take advantage of the shield's defensive characteristics.

MULTIPLE OPPONENTS

When fighting more than one opponent, a character using two weapons simultaneously may, *after the dice have been rolled*, opt to divide their degree of success equally between two opponents. If the degree of success is an odd number, then the player may choose which opponent gets the higher 'half'. One is subtracted from each of these halves, and then any bonuses from STRENGTH (in the case of an attack), CO-ORDINATION (in the case of a defence) and weapon bonuses are added.



TACTICS

Certain tactics are intended to do something other than just inflict damage on an opponent. A combatant with the appropriate weapon may attempt one of these tactics.

DISARM

A disarm is a special tactic in which an attacker aims at the defender's weapon rather than at the defender. The ease of the manoeuvre depends on the weapon used to disarm.

If the character attempting the disarm fails to get a higher score than his opponent, then he has failed to disarm, but does defend.

If the character attempting the disarm gets the higher score, then the defender doesn't add the weapon's protection bonus: instead he should add his STRENGTH bonus and the weapon's weight to his degree of success.

If the defender's degree of success is greater than the attacker's, the disarm attempt fails, and the defender gets a +1 situational modifier (a riposte) on the next round.

If the attacker's degree of success is greater, the defender's weapon will fly out of his hand a number of feet equal to the net difference in degrees of success. Note that the weapon spends the next round in flight; an exceptionally quick-thinking and able defender might leap after the weapon and try to catch it (catching a weapon in flight is ease 4, plus CO-ORDINATION and ACROBATICS).

If the fight is not to the death, a disarmed combatant will usually surrender.

GRAB

A grab attack inflicts no damage on an opponent. Instead it means that the attacker has secured a hold on the defender. If a character can wrap a chain around an opponent's arms or body, he can attempt to immobilise them. A hook



success (that is, the damage) is divided as equally as possible between them. If he gets a lower roll, then the defensive degree of success is also divided between those opponents who got a higher roll.

A character using two weapons may choose either of the above options. If he chooses to concentrate on one opponent, he may opt to divide his degree of success between two opponents, *after the roll*, as explained in the section on *Two Weapons*, above.

Many opponents attacking a single enemy from one direction also suffer a disadvantage: they get in each other's way. This is represented by applying the *Cramped Environment* situational modifier to the attackers only.

WAR SHOUT

The skill of INTIMIDATION may be used to attack opponents during combat. The basic ease of intimidating an opponent is 4, to which INTIMIDATION and FIGHTING bonuses are added, and from which the victim's WILL and FIGHTING bonuses are subtracted. The degree of success of the roll is inflicted on the victim as shock damage. This kind of war shout may only be used against one opponent and is not subject to modifiers from relative *size*.

A war shout used to 'freeze' opponents and prevent them initiating combat is made in the same way, but the intimidating character may also use his FIGHTING bonus to represent a warlike flourish, for added effect. Such a shout may be directed at multiple opponents. In such cases there is no need to make separate rolls for each opponent.

FIGHTING FROM THE GROUND

A character who falls over and is still conscious may continue to act. However, combat actions are subject to certain disadvantages. Firstly, an opponent will gain the *Above Opponent* situational modifier to any attacks. Secondly, the character on the ground will suffer the *Bad Footing* -2 modifier. Finally, the character's actions are limited to those which are possible while on the ground. Fancy attacks with any degree of movement are right out.

The character may attempt to get up using the getting up manoeuvre described above.

DRAWING WEAPONS

Weapons are normally kept scabbarded at the belt or on the character's back. In order to use a weapon it must be drawn. In normal situations when a character has plenty of time, they can easily draw a weapon without having to make a roll. If caught by surprise, however, they may have to draw a weapon quickly. This is ease 7, to which the character should add CO-ORDINATION and any bonus for FAST DRAW. Failure

indicates that the weapon is not drawn. Snake-eyes indicates that the character draws the weapon, but fumbles it and drops it.

Characters may combine a fast draw with a combat roll. Success at this against an opponent who doesn't expect an attack may enable the attacker to get in a surprise attack on an unarmed opponent.

WRESTLING

When two characters are grappling with each other, this is referred to as wrestling. In this case only chains, daggers, hooks, knives or unarmed attacks may be used. Wrestling may be initiated from the very beginning of the combat (by the circumstances in which the combat started), or during a combat by a character making a successful *grab* manoeuvre. A character holding on to his weapon while wrestling will suffer a situational modifier of -2 for one handed weapons (including a hook), and -3 for two handed weapons (with the exception of a chain, which is -2) as a result of the encumbrance. Dropping a weapon does not require a roll.

There is a wide variety of possible tactics in wrestling. In some situations, characters' combat rolls may not even oppose each other. This is explained further below. Tactics available in wrestling are:

ATTACK

This tactic is available to anyone. It is a standard unarmed combat attack. If the character's opponent has a hold on him, the chance of success of the attack is reduced by the strength of the hold. An attack can be opposed by another attack.

ESCAPE

This tactic is available to anyone. It represents an attempt to break an opponent's hold and escape from his grasp. It has an ease of 7, reduced by the strength of the hold. However, a character should add his STRENGTH and CO-ORDINATION bonuses, as well as his FIGHTING and UNARMED COMBAT bonuses, to his chance of success. If the character gains the higher roll, then the strength of the hold is reduced by the degree of success. If the strength of the hold is reduced to 0, the hold is broken.

An escape opposes a disarm, throw or grab.

DISARM

A character who has grabbed an opponent holding a weapon may attempt to force the weapon out of his hand. The ease is equal to the quality of the hold established, to which bonuses in FIGHTING and UNARMED COMBAT can be added. The grabbing character should add his STRENGTH bonus to his degree of success.

Example: Educating The Unwashed, continued

Round	Action	Chance	Roll*	Degree of Success	Notes and result
6	Yang Combat	13	6(+3)+1	9+1 (STRENGTH)	Attacks Lu, hits, causing 5 damage
	War Shout	5	2+1	2	Base chance 4, -1 for opponent's FIGHTING bonus, +2 for INTIMIDATION bonus, +2 for FIGHTING bonus, -2 for secondary bonus. Intimidates Gua, but gets a Snake-eyes: rips trousers.
	Lu Combat	10	5+2	5	Defends, stopping 5. 2 lost to shock (energy now 4) and 3 to bad wounds (body now 1). Roll to remain conscious OK.
Gua	Combat	10	5+2	5	Fails to hit. Suffers 2 shock to war shout (energy now 2).
7	Yang Combat	13	2(+3)+1	5+1 (STRENGTH)	Attacks Lu, hits for 2 damage
	War Shout	5	5+2	-	Fails.
	Lu Combat	10	2+2	4	Defends. 2 lost to shock (energy now 2)
Gua	Combat	10	6+5	-	Misses.
8	Yang Combat	12	3(+2)+2	5	Attacks Gua. Base chance 8, +5 for FIGHTING and SWORD, -1 for Gua's size . Weapons clash: no damage. Inflict 1 damage on Gua.
	War Shout	3	3+2	-	Fails.
	Lu Combat	9	5+5	-	Misses.
	Gua	Combat	10	5+2	5
9	Yang Combat	12	5(+2)+2	7+1 (STRENGTH)	Attacks Gua, hits for 4 damage
	War Shout	3	2+1	2	Intimidates Lu.
	Lu Combat	10	3+1	3	Fails to hit. 2 lost to shock (energy 0). Stunned.
	Gua	Combat	9	4+3	4

Now, numbers aside, what actually happened in the fight?

As the two bandits closed in on him, Yang let out a roar, simultaneously sidestepping Gua's swing, drawing his sword and striking at Lu in a single, fluid action. Lu lost his cool at this unexpected wound, and was panicked into waving his sabre ineffectually as Yang Ming leapt high into the air. The two bandits stared up at him, helplessly.

Falling back to earth, Yang feinted at Lu but at the last moment swept his sword back at Gua, catching him by surprise. Letting out another roar

at Gua, he swung his sword like a 'Swallow Skimming the Lake', catching Lu in the leg.

After another exchange with Lu, he turned once again to Gua. The two closed up as their weapons clashed, there was a pause, and then Yang lashed upwards into Gua's unprotected throat with his sword hilt, simultaneously letting out such a yell that the panicky Lu tumbled over backwards.

Lu, having seen Gua tumble to the ground unconscious, dropped his sabre and climbed to his knees, begging mercy for himself and his Brother.

A missile that hits will do damage equal to the degree of success of the attacking roll plus any bonus for the type of missile. Do not add the missile user's bonus for STRENGTH. However, strong characters may commission more powerful bows in order to take advantage of their ability.

DEFENDING

Evading missile weapons is very difficult. Each type of missile has a value for *Evasion Ease*, which represents the target's chance to defend against the attack. Characters shot by missiles may use weapon skills to protect themselves from missiles. A character who doesn't have a shield or a weapon to hand must rely on MARTIAL ARTS. Characters should add their CO-ORDINATION to attempts to evade missiles.

A character may only defend against a missile attack of which he is aware. Referees may allow heroes a roll to become aware of a surprise missile attack against them, just as with a combat surprise attack. If unsuccessful, the character cannot defend against the missile.

MISSILE WEAPONS

There are two main types of missile weapons. First are the bows and crossbows.

COMPOSITE BOW

A long bow made of lacquered wood and bone, usually for military use.

Ready 6	Ease of Use 3	Damage +1
Shock 1	Dist 15 yards	Evasion ease 0

HEAVY CROSSBOW

A military crossbow complete with double arms and a hand-crank for reloading. Not a rapid-fire weapon, but extremely powerful.

Ready 0	Ease of Use 6	Damage +2
Shock 1	Dist 16 yards	Evasion ease 0

LIGHT BOW

An ordinary bow such as that used by hunters.

Ready 7	Ease of Use 3	Damage 0
Shock 1	Dist 12 yards	Evasion ease 0

LIGHT CROSSBOW

A simple crossbow with a lever for quick reloading.

Ready 2	Ease of Use 6	Damage +1
Shock 1	Dist 12 yards	Evasion ease 0

Other missile weapons are thrown; these include both specific thrown weapons and ordinary combat weapons.

CHAIN

A chain with a blade attached may be thrown up to 6 feet and retrieved in one action.

	Ease of Use 7	Damage 0
Shock 2	Dist 6 feet	Evasion ease 1

COMBAT WEAPON

Clubs, maces, axes and hammers may be thrown.

	Ease of Use 6	Damage +1
Shock 4	Dist 6 feet	Evasion ease 3

DAGGER

A throwing knife or dagger.

	Ease of Use 7	Damage 0
Shock 2	Dist 6 feet	Evasion ease 1

DART

A small spike, weighted for throwing, and easily concealed.

	Ease of Use 8	Damage -1
Shock 1	Dist 5 feet	Evasion ease 0

JAVELIN

A weapon specially weighted for throwing.

	Ease of Use 7	Damage +1
Shock 1	Dist 10 feet	Evasion ease 1

SPEAR

The standard combat weapon.

	Ease of Use 6	Damage +1
Shock 3	Dist 6 feet	Evasion ease 3

STONE

Includes metal balls as well as rocks.

	Ease of Use 7	Damage 0
Shock 4	Dist 10 feet	Evasion ease 1

SWORD

A straight, double-edged sword may be thrown.

	Ease of Use 7	Damage +1
Shock 3	Dist 4 feet	Evasion ease 3



Simple Battles

Once combat has been joined, follow this procedure:

- ◇ Declare actions.
- ◇ Each army rolls the dice, using the ease value of its soldier type, plus the STRATEGY bonus of the commanding general, plus any situational modifiers.
- ◇ Find who has the highest total successful roll. This side has the advantage.
- ◇ Work out degrees of success, including bonuses from army type and manoeuvres.
- ◇ Subtract the degree of success of the disadvantaged army from that of the advantaged army. The remainder is the damage inflicted.
- ◇ Damage is subtracted from morale as shock. Half the damage (round down) is subtracted from **body** as casualties.
- ◇ Check the damage inflicted and note it accordingly. Make any necessary morale rolls.
- ◇ Finish the turn by working out how much morale is available for use on the next round. Armies may recover a point of shock if eligible.

general, plus any situational modifiers. The chance may also be modified by certain manoeuvres.

Roll against the total chance of success as normal. The army with the highest total successful roll has obtained a tactical advantage.

It may force its opponent to retreat slightly if the general wishes it. A disadvantaged army suffers a loss of one point of morale.

RESULT

To the degree of success of the army with the advantage add the damage bonus according to the soldier type and manoeuvre.

To the degree of success of the disadvantaged army add the protection bonus according to soldier type and manoeuvre.

Subtract the latter from the former to find the net damage. If the result is a negative number, then the army with the advantage has overextended itself (the strategy was sound but the soldiers did not execute it properly). It will suffer the excess number as damage (see below) and the 'disadvantaged' army will gain a situational bonus of +1 for the next round.

If the result is positive then it represents damage inflicted. The armour rating of an army is subtracted from damage. More details on damage are given below.

SITUATIONAL MODIFIERS

The referee should evaluate the advantages afforded the armies by the battlefield. In many cases the difference will be negligible and can be ignored. In other cases one side may suffer a disadvantage, and this is represented by applying a situational modifier to the general's roll.

Bad Light -1 to -4

Totally Dark -5

The referee should decide the degree of darkness.

High Ground +1

An army that has the higher ground gets a bonus of 1 to its roll.

Opponent Fleeing -3

A fleeing opponent cannot defend itself, but an army attacking it will suffer this penalty to its attack.

Opponent Fortified -1 to -2

If attacking a fortified opponent, an army will suffer a penalty. This modifier only applies as long as they remain within their fortification. If they sally forth to attack they lose the benefit.

Opponent Overextended +1

Opponent To Rear -3

An army attacked from behind suffers this penalty to its actions.

Outnumber Enemy +1 to +2

An army with more than four times the number of soldiers of its opponent gains a bonus of +2. An army with between twice and four times the number gains a bonus of +1.

Surprise Attack +2

An attack against an army which is unprepared for it gains a bonus. In addition, the victim may not defend itself unless it makes a roll—the referee determines the ease, but the army quality may be added as a bonus. If the surprised army makes the roll, the only options open to it are to hold firm or withdraw.

Uneven Ground -1 to -2

An army fighting over uneven ground will suffer a penalty. -2 applies to really difficult ground such as wood or marsh. If a defending army makes use of the characteristics of the terrain, such a penalty may only apply to an attacker.

Waiting Opponent -1

Armies which are fatigued from the march, or inadequately fed, will suffer a morale loss of -2 to -3.

You may also add a bonus of from +1 to +2 to reflect any special incentive. To most soldiers and bandits, a good incentive will be the prospect of a lot of money if they win. However other incentives may be a good cause, or the protection of home and loved ones. It is up to the referee to assess the incentives applicable to each army.

SUFFERING DAMAGE

When damage is inflicted on an army, half of it, rounding down, is shock damage, and reduces morale. The remaining half, rounding up, is actual casualty damage. Subtract the armour rating of the soldiers from it, and reduce the **body** of the army by the result. If the army has insufficient morale to soak up shock damage, the extra damage is suffered as casualty damage.

Up to one fifth of the army's initial **body** suffered in one go are considered light casualties. They have no extra effect on the army.

Over a fifth, but up to a half of the army's initial **body** suffered in one go is heavy casualties. An additional point of morale is lost, and a roll must then be made against morale on two dice. If the roll is failed, an additional point of **body** is lost through soldiers fleeing the field.

Over a half of the **body** of an army is serious casualties. An additional 2 points of morale are lost, and a roll should be made against (morale -2) on two dice. If the roll is failed, an additional point of **body** is lost through soldiers fleeing the field.

DAMAGE EFFECTS

If the morale of an army is reduced to 0, then the general no longer has effective control of it. It will *withdraw* until it recovers enough morale to give him control. All points of damage suffered by an army with 0 morale are taken as casualties, and subtracted from **body**.

If the **body** of an army is reduced to 0, the army disintegrates.

Casualties are not all dead: unless a victorious general specifies that he is attempting to exterminate the enemy, over half the casualties lost are injured and may recover if given medical treatment. Enemy soldiers who fled may be captured, if an effort is made. Injured casualties can be easily captured. Captured enemies may be executed, freed, or given the opportunity to join the victorious army.

SOLDIERS

Just as an individual warrior fights using a weapon, a general fights using soldiers. They are rated in much the same way as weapons, with some slight differences in interpretation. Damage, for example, represents

how well armed an army is; it measures their capacity to inflict casualties. Protection measures how adept the soldiers are at defensive tactics.

Typical soldier types are:

AVERAGE BANDIT

Most renegades from society are neither well armed or well trained, and will crumble when faced with determined opposition.

Ease of Use 6	Damage 0	Protection 0
Morale 7	Armour 0	

AVERAGE SOLDIER

In Song China this is a low status occupation, and as a result most of those who follow it have little stomach for a fight.

Ease of Use 7	Damage 0	Protection 0
Morale 5	Armour +1	

BARBARIAN

This includes the Qidan of the Kingdom of Liao to the north, and the nomads of Great Xia to the Northwest.

Ease of Use 8	Damage 0	Protection 0
Morale 7	Armour +1	



Song Jiang assaults the Zhu Family Village three times before finally obtaining victory

IMPERIAL GUARD

The troops of the central government are better trained and better armoured than anyone else.

Ease of Use 9	Damage +1	Protection 0
Morale 8	Armour +2	

FARMERS

Although they try to avoid fighting as much as possible, farmers sometime have to defend themselves. Without militia training and weaponry they aren't up to much.

Ease of Use 5	Damage -1	Protection -1
Morale 3	Armour 0	

HERO-LED BANDIT

The presence of a hero can transform outlaws into a respectable fighting force.

Ease of Use 7	Damage +1	Protection 0
Morale 10	Armour +1	

MILITIA

Militiamen are really no more than farmers with a little training and weaponry. They aren't usually called on to do more than suppress bandits, and they aren't very good at that.

Ease of Use 6	Damage 0	Protection 0
Morale 3	Armour 0	

MIXED ARMIES

Armies made up of mixed soldier types are handled in one of two ways. If they are fighting as a single unit under the command of one officer, then the referee should determine an 'average' value for the whole army.

If the different soldier types are fighting as distinctive units under separate command, then they can be considered separate armies, and the different commanders' STRATEGY bonuses are used. In such cases the total numbers of the army (adding the different units' strength) are still used to calculate body scores.

RECOVERY

Body points are recovered by recruiting and training more soldiers.

Morale points may be recovered during a battle. Only

armies which are in a waiting state, or which gain the advantage, can recover morale. An army may recover one point of morale lost to shock or because of being disadvantaged, on any turn in which it suffers no morale loss.

In the long term, morale may be recovered to the pre-battle level, but will be modified by the result of the battle, and possibly by attitude towards the general, incentives etc.

INDIVIDUAL ACTIONS

In the course of a battle, characters may find themselves facing an opponent. The standard individual combat system is used to resolve these fights. Note that because they are usually not seen by very many soldiers, they will not have the effect on morale described earlier for the hero combats which precede a battle.

MAGIC

Magic may be used to attack opposing armies. The following spells are likely to have a significant effect on a battle:

- Peace +3*
- Conquer Earth +2*
- Master of Wood +3*
- Scales of the Dragon +2*
- Master of Fire +2*
- Master of Earth +1*
- Delusion of the Senses +3*
- Master of Water +1-3*
- The Five Heavenly Thunderbolts*

It is up to the referee to determine the precise effect these spells have on a battle, as this will depend on the scale of the battle and the scope of the spell employed. For example, a 30 foot cloud of dust raised among a couple of hundred bandits is likely to have more effect than the same spell cast against several thousand Imperial Guards. As a general rule, a spell is likely to provide a bonus to the army's roll in a given round. If used prior to contact it may have a direct effect on morale.

Example: Battle On The Road

Here's a short sample battle to show how it works. Huyan Zhao accepts the Emperor's commission to take an army against the rebellious bandits of Liangshan Po. With 12,000 government soldiers he advances. Huyan knows that he has reinforcements due, but the fact that he has twice as many men as his opponents overcomes his caution, and he accepts the challenge of the Liangshan Po general Wu Yong.

The smaller force, Liangshan Po, have 6000 soldiers, so they are considered to have 10 body. The soldiers are hero-led bandits, well armed and determined, with excellent morale from previous

victories, trust in the ability of Wu Yong, and a belief in the justice of the outlaw cause: 15 points. Wu Yong is a master strategist, with a +5 bonus in STRATEGY.

Huyan Zhao's government force of 12,000 includes a unit of armoured cavalry, but they don't fight as a separate unit, and so they are averaged with the remainder (increasing damage by +1). The body of the force is therefore a sturdy 20. Unfortunately, being government soldiers their morale is only 8. Huyan is a respectable commander, but his STRATEGY is only +3.

Round	Action	Chance	Roll*	DoS	Notes and result	
1	Outlaws	Wait	-	-	-	Hero combats: win.
	Government	Wait	-	-	-	Hero combats: hero killed. Lose 2 morale (now 6)
2	Outlaws	Wait	12	3(+2)+1	5	Base chance 7, +5 for Wu Yong's STRATEGY. -1 morale. Armour stops 1 damage. (Morale 14)
	Government	Attack	10	5+1	5+1	Base chance 7, +3 for Huyan's STRATEGY, +1 for outnumbering the enemy 2:1, -1 for attacking a waiting opponent. Get the advantage: inflict 1 damage. Recover 1 morale (now 7)
3	Outlaws	Attack	12	2(+3)+1	5	Disadvantaged, -1 morale. Suffer damage: 1 to shock (morale now 12), 2 to body , of which 1 is stopped by armour (body now 9).
	Government	Attack	11	6(+1)+1	7+1	Recover 1 morale (now 8)
4	Outlaws	Hold firm	11	3(+1)+2	4+1-1	Base chance 7, +5 for Wu Yong's STRATEGY, -1 for manoeuvre. Get the advantage: inflict 4 damage. Recover 1 morale (now 13)
	Government	All charge	10	6+6	-	Base chance 7, +3 for Huyan's STRATEGY, +1 for outnumbering the enemy 2:1, -1 for manoeuvre. Fail. -1 morale. Suffer damage: 2 to morale (now 5) and 2 to body , of which armour stops 1 (body now 19).
5	Outlaws	Attack	12	5(+2)+3	7+1	Get the advantage. Recover 1 morale (now 14)
	Government	Attack	11	3(+1)+1	4	-1 morale. Suffer damage: 2 to morale (now 2) and 2 to body , of which armour stops 1 (body now 18).
6	Outlaws	All charge	11	5(+1)+1	6+2+1	Get the advantage: inflict 5 damage. Recover 1 morale (now 15).
	Government	Attack	9	4+2	4	Base chance 7, +2 for Huyan's STRATEGY (insufficient morale to use full bonus), +1 for outnumbering the enemy 2:1, -1 for manoeuvre. -1 morale. Suffer damage: 1 point of shock is lost to morale (now 0, so the army must withdraw next round) and 4 to body of which armour stops 1 (body now 15).
7	Outlaws	All charge	11	6(+1)+3	7+2+1	Get the advantage: inflict 8 damage.
	Government	Withdraw	8	2+1	2	Base chance 7, +1 for manoeuvre (no bonus for Huyan's STRATEGY or outnumbering enemy). Suffer damage: 8 to body of which armour stops 1 (body now 8). Heavy casualties: lose additional point of body through fleeing soldiers.

The outlaws continue to pursue a little, but the victory is clearly theirs.

TABLES

SITUATIONAL MODIFIERS	
Above Opponent	+2
Bad Footing	-1 to -4
Bad Light	-1 to -4
Totally dark	-5
Cramped Environment	-1 to -3
Encumbered	-1 to -3
Shield/Second Weapon	-1*
Off hand	-2**
Opponent a pupil	+1
Opponent cantering/galloping	-3
Opponent trotting/running	-2
Opponent to Rear	-3
Riposte	+1
Surprise Attack	+2
Waiting Opponent	-1
*-1 per point by which combined weight exceeds 1, with a min of -1.	
**Plus AMBIDEXTERITY	

WEAPON DAMAGE		
<i>Type of weapon</i>	<i>Damage Chance</i>	<i>Bonus</i>
Fine weapon	0	4
Good weapon	2	3
Average weapon	4	1
Poor weapon	6	0

SNAKE EYES	
<i>Roll</i>	<i>Effect</i>
2	Gain 1 point of bad joss
3-4	Rip clothing
5-6	Drop possession (not weapon)
7	Dirtied (if enemy injured, splashed with blood, otherwise splattered by mud, beer or nearest available stain)
8-9	Get nosebleed
10-11	Twist ankle (-1 on RUNNING for a day)
12	Drop weapon

MANOEUVRES		
	<i>Ease</i>	<i>Abilities</i>
Crafty Move	-5	(both combat rolls)
Desperate Defence	+2	(combat roll)
Draw Weapon	7	CO-ORDINATION, FAST DRAW
Get Up	8	GRACE
Intimidate	4	INTIMIDATION, PRESENCE
Land from Leap	8	LEAPING, GRACE
Leap	7	LEAPING, CO-ORDINATION
Move	6	GRACE, FIGHTING
Pick up Weapon	7	CO-ORDINATION
Reckless Attack	+2	(combat roll)
Ride (stationary/walk)	10	RIDING, ANIMALS, GRACE
Ride (canter)	8	RIDING, ANIMALS, GRACE
Ride (trot/gallop)	6	RIDING, ANIMALS, GRACE
Turn Round	7	GRACE

WEAPONS

	<i>Ease</i>	<i>Damage</i>	<i>Protection</i>	<i>Shock</i>	<i>Weight</i>	<i>Tactics</i>
Axe	7	+2	0	2	+1	disarm 4, slam 6, trip 3
Battle-axe	6	+3	0	2	+2	slam 5
Chain	6	+1	0	3	0	disarm 5, grab 5, trip 4
Dagger	7	0	0	1	0	
Flail	6	+2	+1	3	+1	disarm 5, trip 4
Halberd	8	+2	0	2	+1	slam 5
Hammer	7	+2	0	3	+1	disarm 4, trip 3
Hook	6	0	+1	3	0	disarm 4, grab 4, trip 5
Lance	7	+2	0	2	+1	
Mace	7	+1	+1	4	+1	disarm 3
Sabre	8	+1	0	2	0	slam 6
Shield	6	-1	+3	4	+1	
Spear	7	+2	+1	2	0	
Staff	7	+1	+1	4	0	
Sword	8	0	+1	2	0	disarm 4, slam 6
Unarmed	7	-1	-2	4	0	grab 6, throw

WOUNDS

body	<i>flesh</i>	<i>bad</i>	<i>serious</i>	<i>fatal</i>
5	1	2	3-4	5+
6	1	2-3	4-5	6+
7	1	2-3	4-6	7+
8	1-2	3-4	5-7	8+
9	1-2	3-4	5-8	9+
10	1-2	3-5	6-9	10+
11	1-2	3-5	6-10	11+
12	1-2	3-6	7-11	12+
13	1-3	4-6	7-12	13+
14	1-3	4-7	8-13	14+
15	1-3	4-7	8-14	15+
16	1-3	4-8	9-15	16+
17	1-3	4-8	9-16	17+
18	1-4	5-9	10-17	18+
19	1-4	5-9	10-18	19+
20	1-4	5-10	11-19	20+

Bad wounds: lose 1 **energy** to fatigue. Roll with ease 6 (plus GRIT and WILL) to remain conscious.

Serious wounds: lose 2 **energy** to fatigue. Roll with ease 4 (plus GRIT and WILL) to remain conscious.

ARMOUR

Protection

None	0
Light	1
Medium	2
Metal	3
Full	4

Requires the use of **energy** equal to the protection bonus each round otherwise -2 to all actions.

MISSILE AIMING

Still target: ease 10

Moving target ease 7

-1 per complete multiple of (Dist + target size)

plus PERCEPTION, INTUITION and MISSILES

MISSILE ATTACKING MODIFIERS

No aim -1

Moving target -1

Moving attacker -1

Range -1/Dist

Aiming +half DoS

plus CO-ORDINATION, MISSILES

MISSILE WEAPONS

	<i>Ready</i>	<i>Ease</i>	<i>Damage</i>	<i>Shock</i>	<i>Distance</i>	<i>Evasion Ease</i>
Composite Bow	6	3	+1	1	15yd	0
Heavy Crossbow	0	6	+2	1	16yd	0
Light Bow	7	3	0	1	12yd	0
Light Crossbow	2	6	+1	1	12yd	0
Chain		7	0	2	6'	1
Combat Weapon		6	+1	4	6'	3
Dagger		7	0	2	6'	1
Dart		8	-1	1	5'	0
Javelin		7	+1	1	10'	1
Spear		6	+1	3	6'	3
Stone		7	0	4	10'	1
Sword		7	+1	3	4'	3

OUTLAWS

OF THE WATER MARGIN

Name
姓名

水滸梟雄

COMBAT DETAILS

Boxes with a grey border refer to bonuses which require the character to have available **energy** each round.

Weapons 兵器	Ease	Bonus	FIGHTING	Total	Damage	Shock	Protection	Quality	Weight
Unarmed	7				-1	4	-2	-	-
.....
.....
.....
.....
.....
.....
.....
.....

Abilities & Notes	Size	+ STRENGTH	+ CO-ORDINATION	Protection

ENDURANCE	Body 陰氣	Armour		
WILL		鎧甲		
GRACE		Energy 陽氣		
LEAPING		Lost to fatigue		
RIDING		Lost to shock		
INTIMIDATION	Lost to disease Flesh wounds (<.....) Bad wounds (..... -) -1 energy for each Serious wounds (>.....) -2 energy for each	Lost to injury		

Missile Weapons 射兵	Ready	Ease	Bonus	Attack	Damage	Shock	Distance	Evasion ease
.....
.....
.....
.....

Readying a missile uses bonuses in CO-ORDINATION and MISSILES.
 Aiming uses bonuses in INTUITION, PERCEPTION and MISSILES.
 Attacking uses bonuses in CO-ORDINATION and MISSILES. Half the degree of success of the Aiming roll is also added.